sack of flour

heart of gold

MANUAL

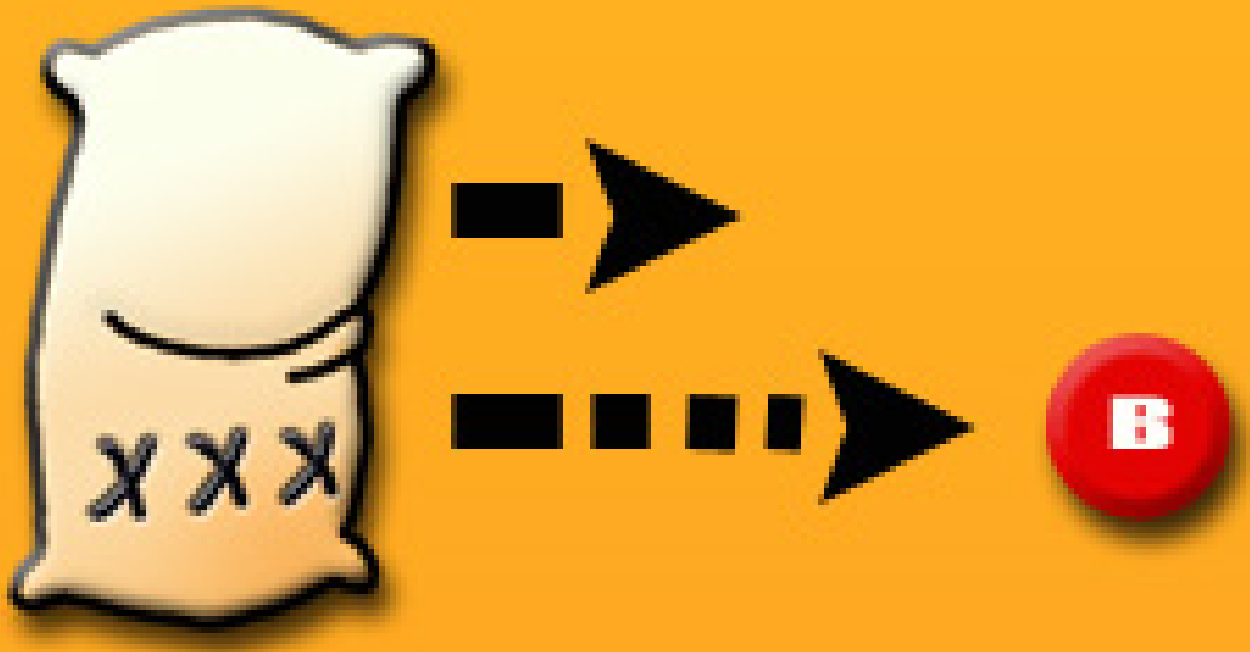
GAME CONTROLS

Left and right to move.
Down to crouch.
Up to enter Cosmic Gateways.

Pause

Speed Boost

Jump



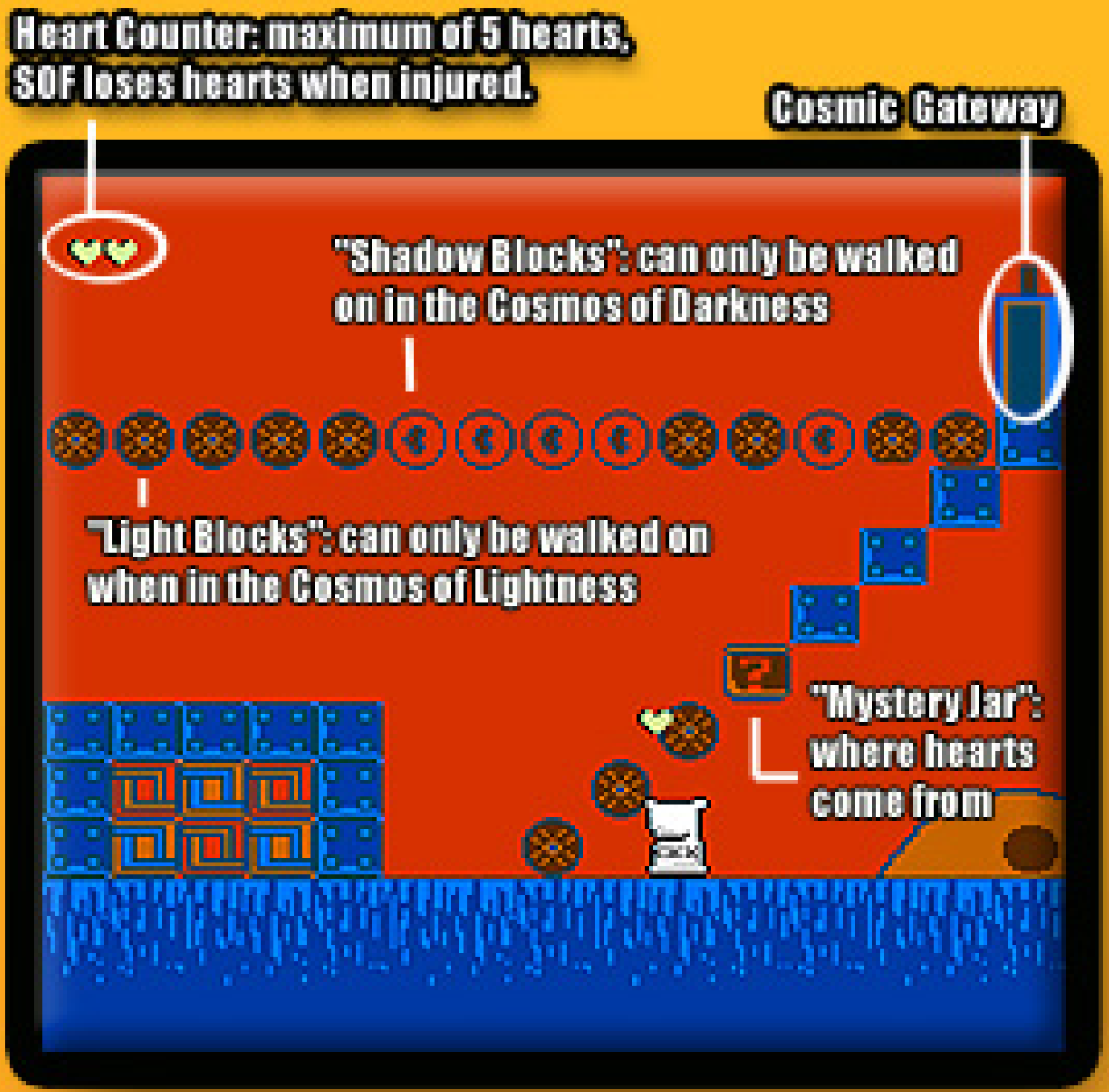
A Legend Is Born

The Story of Sack of Flour

Sack of Flour had spent his whole life on the plains of Skibo Farms, with its wide treeless spaces. His life was simple. That is, until he overheard one day that he was to be ripped open and his insides baked and eaten!!!!!!! In a panic, and not knowing why the world was all of a sudden against him, he decided to flee the farm and take his chances in the great world beyond. Without warning, all of his old farm buddies had turned against him: the Goombulls, Leytuhses, Tododyles, and even the Carrots!

Sack was also amazed by the appearance of doorways with strange markings on top of them. More remarkable still was their ability to transport Sack from the Cosmos of Lightness in which he had always lived, back and forth between it and the Cosmos of Darkness, a shadow world. Determined that there is some connection between Sack's recent happenings, the zombie-ization of the worlds produce and livestock, and the appearance of the gateways, he has set out to find the truth and save his own life. He may just get more than he bargained for.....

Important Objects in the World of Sack of Flour

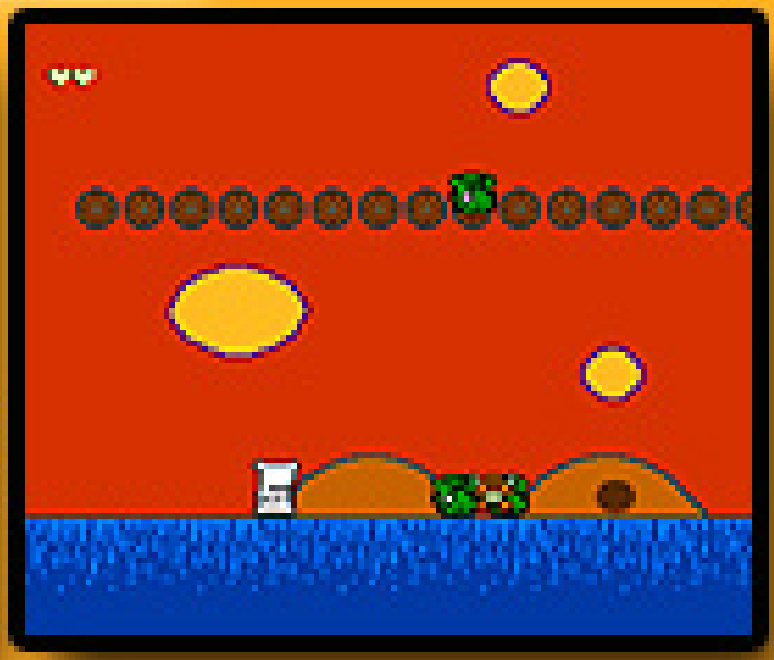


When SOF is out of hearts, he has but a few seconds to gain more

THE LEVELS

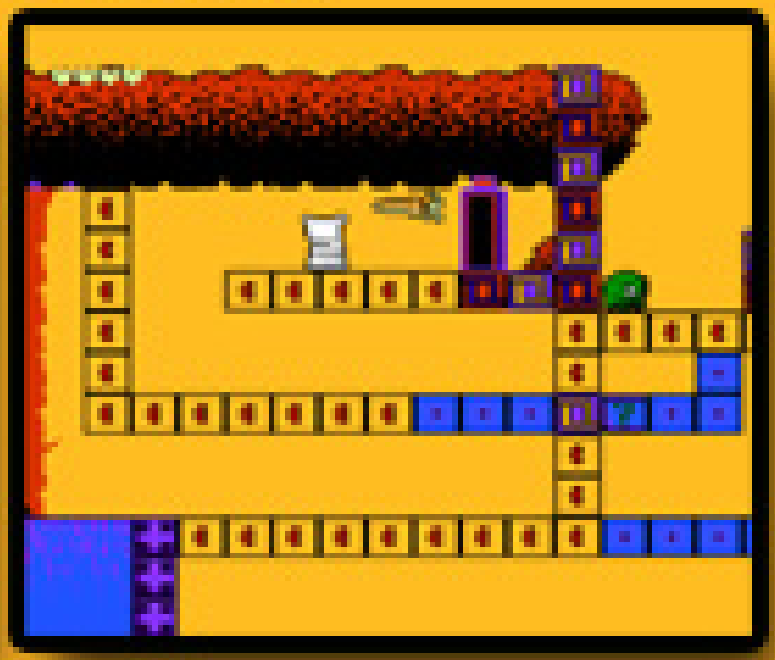
THE PERNICIOUS PLAINS: LEVEL 1

THE HEINOUS HILLS: LEVEL 2



THE LEVELS

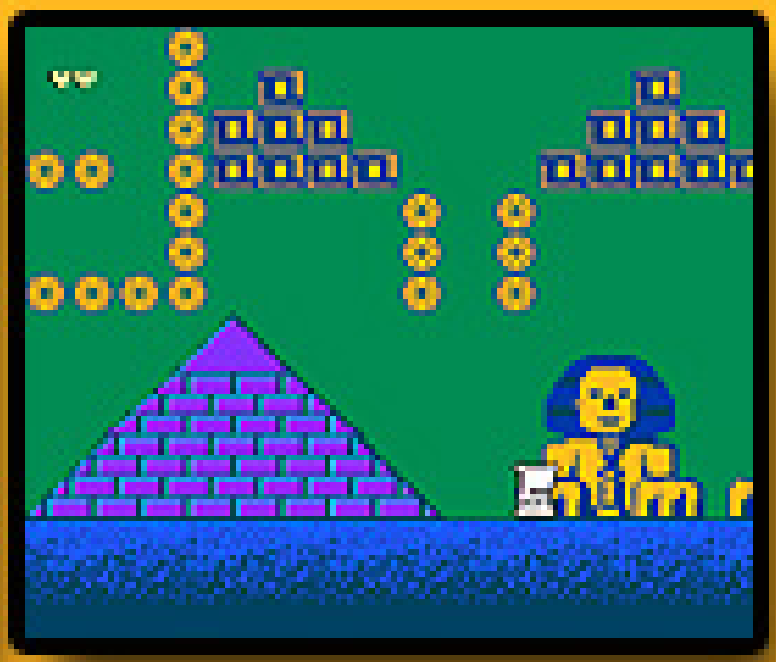
THE FEROCIOUS FOREST: LEVEL 3



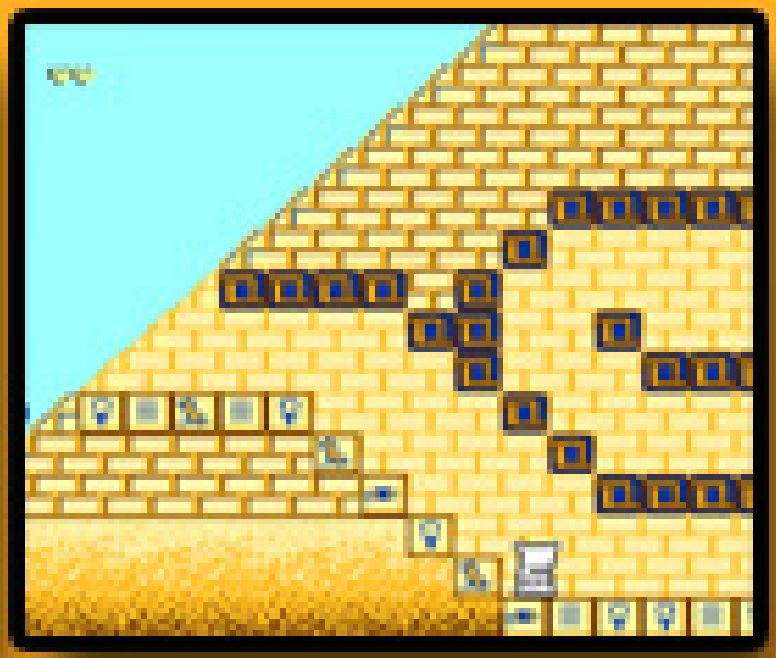
S P A C E: LEVEL X

THE LEVELS

EVIL EGYPT: LEVEL 5

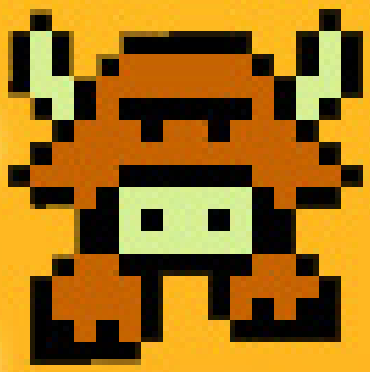


BOSS CHAMBERS:



Basic Enemies

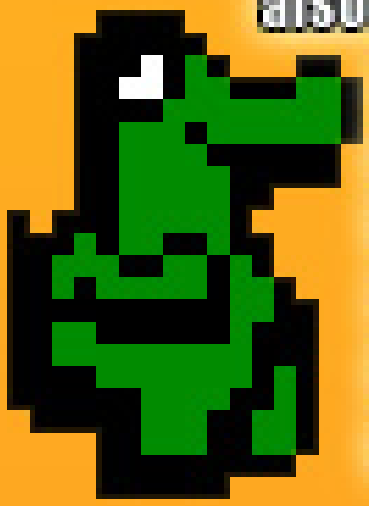
Goombull

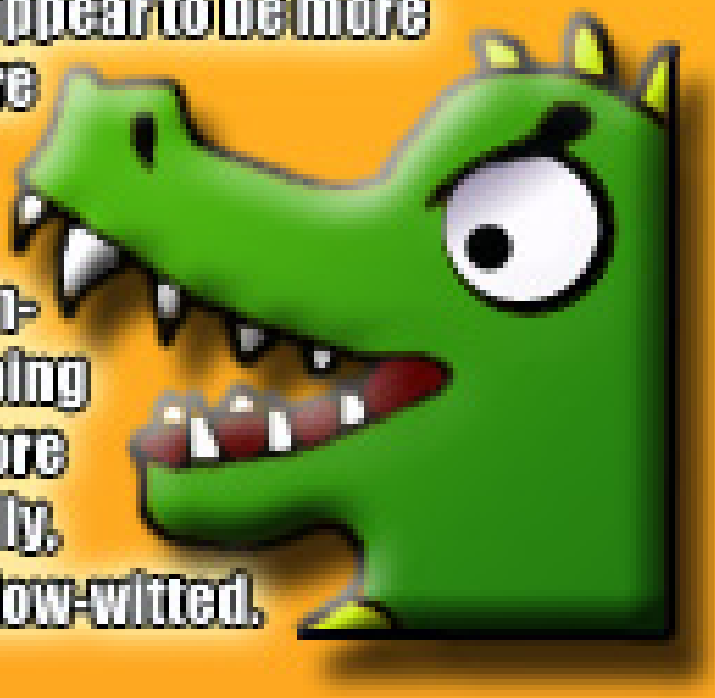


-A simple domestic beast, Goombulls move in one direction until they run into a wall, where upon they turn around and start walking the other way. They are also shorter than our hero, and slower, and may be erradicated by jumping square upon their heads!

Tododyle

-While these toothed beasts appear to be more lethal than Goombulls, they are also very slow. They are, however, far taller than a Goombull, making jumping on their heads more difficult. Thankfully, they are just as slow-witted.

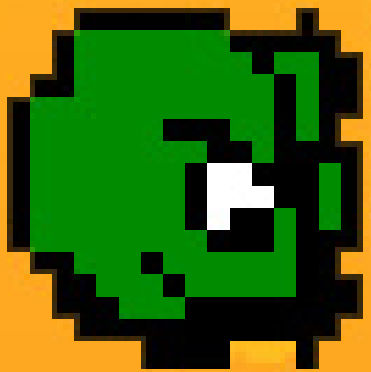




Smart Enemies

Carrocket

-Although they may not be animals, these carrots have an ultra powerful form of locomotion, a rocket! They are also as smart as they are fast, always aiming themselves at our hero's head, and moving just as fast as he can run. They are also an indestructable force, so powerful that they cannot be killed!!!!!

Leytuhs

-Extremely smart for a vegetable, Leytuhses know where you are at all times and are hard to be fooled. They will follow you wherever you go and move just as fast as you can run. While they are smart and fast, they are mortal and can be killed by jumping on their heads.